MICRO-PAINTER QUICK REFERENCE CHART

REMOVE ANY ROM CARTRIDGES STILL IN YOUR COMPUTER!

Joystick & Arrows	Move cursor on picture page in all modes, change Paint Jar color and brightness.
Paint Jar 1	BLACK (Background)
Paint Jar 2	BLUE
Paint Jar 3	RED (Brush colors at start-up)
Paint Jar 4	WHITE

S j1	Fill with Solid color in j1 (where j1 is the Paint Jar number).
C j1 j2	Fill with Checkered pattern using colors in j1 & j2.
H j1 j2	Fill with Horizontal stripes using colors in j1 & j2.
V j1 j2	Fill with Vertical stripes using colors in j1 & j2.

1 SHIFT + S	Select Brush 1	Select DRAW & LINE colors. Cursor looks like an
2 SHIFT + S	Select Brush 2	X or O. Move joystick & hold down button to
3 SHIFT + S	Select Brush 3	draw or use arrows & hold down SHIFT key.
4 SHIFT + S	Select Brush 4	

1 SHIFT + C	Change Jar 1	Use joystick or arrow keys to select. UP & DOWN
2 SHIFT + C	Change Jar 2	changes color (16) while LEFT & RIGHT changes
3 SHIFT + C	Change Jar 3	brightness (8). Press BUTTON or BREAK key to
4 SHIFT + C	Change Jar 4	stop.

1 SHIFT + R	Return original color to Jar 1
2 SHIFT + R	Return original color to Jar 2
3 SHIFT + R	Return original color to Jar 3
4 SHIFT + R	Return original color to Jar 4

U	Undo last fill or all lines since last fill.
N	Inverse screen colors.
O	Turns cursor ON & OFF.
B	Turns Color Bar display ON & OFF.
P or Button	In FILL mode - Select from MENU BAR. Fill areas. Stop color change.
P or Button	In DRAW mode - Plot a point without joystick.
P or Button	In LINE mode - Start and end a line.
P or Button	In MENU BAR - Select a color or pattern.
BREAK key	Stop a color change, a fill or a line draw.
ATARI key	Stop a fill and leave area partially painted.
CLEAR	Clear the entire screen to the color in Jar 1 (Use SHIFT key).
CTRL + X	Change all screen colors to the color in Jar 1.
SHIFT + ARROW	Draw a line from any mode.
SPACE BAR	Turn MICROSCOPE mode ON & OFF.
SELECT	Select FILL, DRAW & LINE modes (Fill mode is ON at start-up).
SYSTEM RESET	Return to title page. Picture is erased.
OPTION	Enter DOS utilities to LOAD, SAVE, LOCK, UNLOCK & DELETE.

C	CATALOG (Default = D:*.*)
L	LOAD a picture
S	SAVE a picture
+	LOCK a picture
−	UNLOCK a picture
D	DELETE a picture
RETURN	DISPLAY a picture

Use MENU BAR at top of screen to select pattern(s) & brush color(s).
Indicator in top left corner shows current cursor mode.

F = FILL	+	
D = DRAW	X	Use the SELECT key to cycle through cursors.
L = LINE	O	

To FILL:
1. Move cursor to desired pattern & push button (or P key).
2. Move cursor to desired color & push button (or P key).
3. Move cursor to desired area & push button (or P key).

To DRAW:
1. Hold down button and move joystick or hold down SHIFT key and press arrow.
2. Move cursor into a Paint Jar and push button to change color.

To LINE DRAW:
1. Move cursor to start of line. Push the button.
2. Move cursor into a Paint Jar and push button to change color (optional).
3. Move cursor to end of line. Push the button.

For PURE pattern pick one color.
For other patterns pick two colors.

Do not exit MENU BAR before completing selection. A buzzer will sound & you must start over. Only the P key will function while the cursor is in the MENU BAR. You cannot enter the MENU BAR while the MICROSCOPE is on.

Only CHECKERED and SOLID patterns may contain the same color as the area you are painting.